

the front pattern is displayed alone or together with the back pattern to be recognized as a game target display by a player; and

a game condition is determined by the game target display.

16. The game machine of claim 15, wherein:

the back side display unit displays the back pattern as a stationary display that is changeable;

the front side display unit displays the front pattern as a stationary display that is changeable; and

the game condition is determined by a combination of the back pattern and the front pattern.

17. The game machine of claim 15, wherein:

the back side display unit displays a plurality of back patterns as a stationary display that is changeable;

the front side display unit displays a plurality of front patterns as a stationary display that is changeable; and

the game condition is determined by a combination of the plurality of back patterns and the plurality of front patterns.

18. The game machine of claim 15, wherein:

the player recognizes by the game target display whether the game condition is a winning condition; and

the game machine has a means that notices the player that one of the winning condition and a losing condition is established.

19. The game machine of claim 18, wherein:

the winning condition is established only when a combination of the back pattern and the front pattern displayed by the back side display unit and the front side display unit satisfies a front/back combination-permitting condition that is preset.

20. The game machine of claim 18, further comprising:

a start signal output means for outputting a start signal;

a lottery means for performing a lottery upon receiving the start signal to set the winning condition;

a back side display control means for making the back side display unit perform a stationary display of the back pattern after performing a varying display, upon receiving the start signal;

a front side display control means for controlling a display of the front side display unit, and making the front side display unit display the front pattern; and

a means for giving a game value or an awarded item to the player when the winning condition is established.

21. The game machine of claim 20, further comprising:

a stop switch provided with the back side display unit; and

an arrangement determination means for determining whether the displayed back pattern satisfies the winning condition, wherein,

the back side display control means stops the varying display of the back side display unit when the stop switch is operated so that the back pattern is displayed by the back side display unit as the stationary display.

22. The game machine of claim 21, wherein:

the front side display control means control the display of the front side display unit to realize the winning condition by the front pattern or by a combination of the front pattern and the back pattern when the back pattern is determined as a losing condition based on a result by the lottery means.

23. A game machine comprising:

a transparent front side display unit;

a back side display unit disposed behind the front side display unit;

a working state determination means for determining a working state of the game machine; and

a control means for controlling visibility of the back side display unit recognized through the front side display unit, based on the working state determined by the working state determination means.

24. The game machine of claim 23, further comprising:

an illumination member for illuminating the back side display unit, the illumination member being controlled in accordance with the working state to control the visibility of the back side display unit.

25. The game machine of claim 24, wherein a brightness of the illumination member is darkened when the working state determination means determines that the game machine is in a waiting state where no game is played.

26. The game machine of claim 23, wherein the front side display unit displays a first content when the working state determination means determines that the game machine is in a playing state, and displays a second content when the working state determination means determines that the game machine is in a waiting state, the second content being different from the first content.

27. The game machine of claim 23, wherein the working state determination means determines whether the game machine is in a playing state, by detecting an action of the player for playing a game.

28. The game machine of claim 23, wherein the working state determination means determines that the game machine is in a waiting state when an action of a player for playing a game is stopped for a preset time period or more.

29. The game machine of claim 23, further comprising:

an existence detecting means for detecting existence of a player who uses the game machine, wherein,

the working state determination means determines that the game machine is in a waiting state when the existence detecting means detects absence of the player.

30. The game machine of claim 23, wherein the front side display unit is a spontaneous luminescent type transparent display device.

31. A game machine capable of performing various overlapping displays, comprising:

a first display unit having a first display portion that displays a first combination pattern composed of a plurality of first patterns;

a transparent second display unit disposed in front of the first display unit while defining a gap with the first